

Chibi-Robo!

PLUG INTO ADVENTURE!



INSTRUCTION BOOKLET

EmuMovies



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1 Player

THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.



Memory
Card

THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



Progressive Scan
compatible

THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TVs.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Stillier talk with a game counselor?

1-800-521-0900

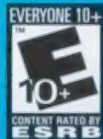
Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN. 6:00 a.m. to 7:00 p.m., Pacific Time

Calls under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-853-5714



Nintendo

COPYRIGHTS OF CHARACTERS RESERVED BY NINTENDO, SKIP AND BANDAI. COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO. © 2005-2006 NINTENDO. CHARACTERS: © 2005 NINTENDO/BANDAI/SKIP © 1999 BANDAI/NIZ © BANDAI/NIZ 2004

TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

Chibi-Robo!

PLUG INTO ADVENTURE!

CONTENT

The Little Robot Who Could	06
Getting Started	08
Controls	10
Main Screen	12
Equip Menu	14
Pause Menu	16
Explore!	18
Chibi-House	20
Talk to Telly!	22
Staff Credits	23



The Little Robot Who Could

One fine day, a small robot by the name of Chibi-Robo arrives at the Sanderson house. What does this four-inch automaton want? To bring happiness to all! With the help of his flying robot manager, Telly Vision, Chibi-Robo works day and night to help the Sanderson family get the most out of life and find happiness.

Clean floors!



Put garbage in its place!



Mr. how thoughtful of you...

Solve personal problems!

Chibi-Robo

Telly



Chibi-Plug

Running low on energy? Find the nearest outlet and plug in for a quick refueling.



Head

Need to store some garbage? Jewelry? How about a pirate ship? Chibi-Robo's chrome dome has an easy-open top for quick access, and it can store almost anything. It also comes equipped with handy signs, & , with which he conveys his feelings.

Chibi-Vision

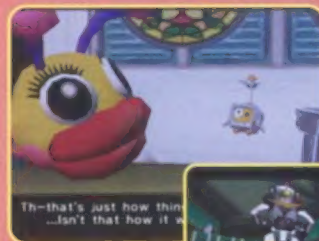
Using state-of-the-art technology, Chibi-Robo's Chibi-Vision can zoom in on distant objects in the blink of an eye.

Chibi-Battery

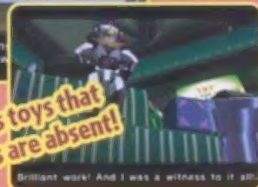
Chibi-Robo's power source. It loses energy as Chibi-Robo moves about. If it drains completely, Chibi-Robo will be rendered motionless.

06

Aim for the top of the Chibi-Rankings by gathering Happy Points and Moolah! It's rumored that Chibi-Robo will become Super Chibi-Robo if he reaches the top of the rankings, but...



Th-that's just how things... Isn't that how it w...



Brilliant work! And I was a witness to it all!

Watch out for mysterious toys that come alive when humans are absent!

Meet the Sandersons

The head of the household, Mr. Sanderson, is currently unemployed. His wife, Mrs. Sanderson, takes care of the housework and family finances and is struggling with the family budget. Their daughter, Jenny, only speaks in the language of frogs. Meanwhile, the family's faithful dog, Tao, wants nothing more than bones.

Mr. Sanderson

Mrs. Sanderson

Jenny

Tao






07

Getting Started




Insert the Chibi-Robo Game Disc into your Nintendo GameCube. Insert a Memory Card into Slot A, close the Disc Cover, and turn the power on.

Main Menu

Once the power is turned on, the title screen will display. Use  or  to select New Game, press  to confirm, then follow the on-screen instructions to create a new game file and start playing. You can continue playing previously saved games by selecting Load Game here.






New Game

Select New Game to start playing Chibi-Robo from the beginning. Use  or  to select a file in which to create new game data, and press  to confirm. If there are no empty files available, select a file to overwrite. Remember, an overwritten file is gone for good and cannot be restored.



Load Game

Choose Load Game to continue a previously saved game. Use  or  to select a file, and then press  to confirm.



Options

On the Options menu, you can choose to turn the Rumble Feature on or off and set the Sound to Stereo or Mono.



About Saving

You can save your game whenever Chibi-Robo charges his battery (see page 18). A single save file requires six blocks on your Memory Card. You can save up to three games on a Memory Card. You can play Chibi-Robo without a Memory Card, but once you turn the game off, you will lose all of your progress.



While the game is saving, do not remove the Memory Card or turn the power off as this may damage the Memory Card or the Nintendo GameCube.



For information on formatting or deleting saved data from a Memory Card, please see the Nintendo GameCube Instruction Booklet.

Controls

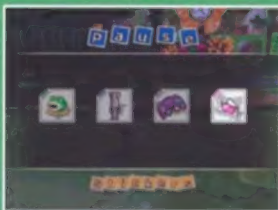
Chibi-Robo's ready for action! Explore the Sanderson's home and help them find happiness. For detailed explanations of Chibi-Robo's individual actions, please see pages 18-19.

L Button

- Center camera behind Chibi-Robo (see page 13)

START/PAUSE

- Open and close Pause menu (see pages 16-17)



Control Stick

- Make menu selections
- Move Chibi-Robo



+Control Pad

- Make menu selections



C Stick

- Make menu selections
- Move camera (see page 13)



B Button

- Cancel
- Put Chibi-Gear away (see page 15)
- Drop Chibi-Plug
- Scroll through conversation text



R Button

- Turn map camera on and off (see page 13)



Z Button

- Pose (see page 14)



Y Button

- Turn Chibi-Vision on and off (see page 13)



X Button

- Open the Equip menu (see pages 14-15)



A Button

- Confirm selections
- Pick up Chibi-Plug
- Investigate
- Talk
- Use Chibi-Gear and items (see page 15)
- Scroll through conversation text



Main Screen

This is the screen where the majority of Chibi-Robo's adventure unfolds. One of the most important things to do is keep an eye on the Chibi-Battery and make sure it doesn't run out.

What's on The Screen?

Each day in the game is divided into equal day and night periods, and the family members will be in different places during each period. If Chibi-Robo's battery runs out while he's out and about, Telly will transport him to the Chibi-House where he can safely recharge—but poor Chibi will lose some Moolah in the process.

Time

This shows the total time in minutes for each day or night period.

Day and Night Icons

The sun icon displays during the day, and the moon icon displays at night.



Happy Points

This shows Chibi-Robo's current Happy Point total.

Moolah

This shows Chibi-Robo's current Moolah total (see page 20). Use Moolah to buy items on the Chibi-PC.

Scrap

This shows how many pieces of Scrap Chibi-Robo is carrying. Scrap is used to make Utilibots. This number will flash when Chibi-Robo has collected enough Scrap to make a Utilibot.

12

Chibi-Battery

This shows how much energy is in Chibi-Robo's battery. This will decrease as Chibi-Robo moves around.

How to Operate the Three Cameras

All cameras can be zoomed in or out by moving up and down.



Centered Camera

Move left and right to rotate the camera. Press to center the camera behind Chibi-Robo.



Chibi-Vision

Press to switch the camera into first-robot view. Use to look around. Hard-to-find items are easy to spot with Chibi-Vision, so be sure to make good use of it.



Map Camera

Press to switch to a ceiling camera for a bird's-eye view of the room Chibi-Robo is exploring. The map will display Chibi-Robo's location, as well the locations of items. Use to move the camera's position.



13

Equip Menu

Press **X** on the main screen to display the Equip menu. This is where you go to equip Chibi-Gear and tools, as well as to change suits.

Viewing the Equip Menu

The top row of the menu shows Chibi-Gear and tools, while the bottom shows Chibi's suits. Use **Left**, **Right**, or **Up** to switch between rows. Time stops when the Equip menu is open.



Chibi-Gear and Tools

Suits

Selecting Suits

As Chibi-Robo explores the house, he'll get special suits to wear. Use **Left**, **Right**, or **Up** to scroll through the suits and press **A** to put one on or to take it off.



Press **Z** while wearing a suit to strike a pose. Poses differ depending on the suit being worn.

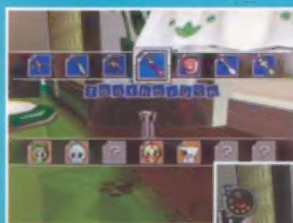
Selecting Chibi-Gear and Tools

Chibi-Robo can equip Chibi-Gear he buys online (see page 20) and tools he picks up around the house. Use **Left**, **Right**, or **Up** to choose a piece of Chibi-Gear or a tool for Chibi-Robo to use and press **A** to confirm.



Using Chibi-Gear and Tools

Press **A** to use the tool or Chibi-Gear that Chibi-Robo has equipped. To put tools and Chibi-Gear away, press **B** or return to the Equip menu, select the equipped tool or piece of Chibi-Gear, and press **A**.



Equip



Use

Put Away

Pause Menu

Press **START/PAUSE** on the main screen to display the Pause menu. The Pause menu is where you come to check on Chibi-Robo's status, items, and stickers.

Viewing the Pause Menu

Use **○** or **+** to choose a menu selection, then press **A** to confirm. The game clock stops while you are in the Pause menu.

Status

Controller

Items

Stickers



Items

All of the items Chibi-Robo has collected are shown here. Select an item with **○** or **+**, then press **A** to see a description of the item.



The number displayed next to an item shows how many of that item Chibi-Robo is carrying.



Depending on the situation, Chibi-Robo can sometimes use items by pressing **A**.

Status

Chibi-Robo's ranking, Happy Points, and Moolah are on display here.

Chibi-Ranking

Where Chibi-Robo is currently ranked.

Amount of Happy Points, Moolah, and Scrap

Chibi-Robo Upgrades

This shows the components Chibi-Robo has purchased on the Chibi-PC (see page 20).



???

Controller

Open this menu item to see a layout of the control scheme. Check it out if you forget what a button does.



Stickers


Chibi-Robo will gain Happy Stickers as he progresses through the game. Come here to check them out.





Explore!

One of the most important things for Chibi-Robo to do is to explore his surroundings. Who knows what treasures hide behind shelves and on tables? Get out there and check out every nook and cranny!

Moving Chibi-Robo

Tilt  in the direction you want Chibi-Robo to move. Tilt it a little bit to make him walk, or tilt it farther to make him run.




Chibi-Robo can climb up or jump onto some objects. Walk toward the object and press and hold  to make a small meter appear. If you keep holding  in the desired direction, Chibi-Robo will climb or jump up onto the object when the meter is full.




There are some places where Chibi-Robo can hang from edges. Use  or **A** to climb up and **B** to let go and drop.

Charging Up

Press **A** while standing next to the Chibi-Plug to pick it up. Move close to a socket while carrying the Chibi-Plug and press **A** again to make Chibi-Robo plug himself in and recharge. Once Chibi-Robo is recharged, you can save your game progress. If you want to save, select  and press **A**.



Marks the Spot!

The Investigation icon, , will sometimes pop up when Chibi-Robo gets close to certain items or people. When it appears, press **A** to investigate.



Talk to family members and toys! They've got lots of things to tell you.



Check out hanging cords! They're a great way to reach new heights.



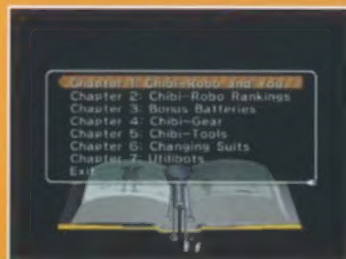
Snoop snoop snoop! Open drawers to see where it gets you.



Talk to the can! Investigate garbage cans to get rid of trash you are carrying.

About the Chibi-Robo Chibi-Manual

At some point in the game, the Chibi-Robo Chibi-Manual will appear in the living room. This is the official Chibi-Robo owner's guide. It contains everything you need to know about Chibi-Robo and Chibi-Gear.





Chibi-House

This is Chibi-Robo's base of operations. He returns here automatically at the end of each day and night or when his battery runs out.

Break Time

At the end of each day and night, Chibi-Robo returns to the Chibi-House to recharge, count his Happy Trivia, and adjust his standings in the Chibi-Rankings. Remember that he'll get new, longer-lived batteries as he moves up in the rankings. Some privileges can also be saved in the Chibi-House.

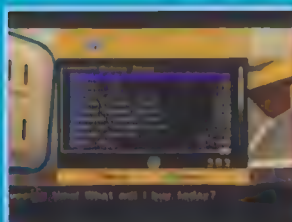


Chibi-PC

The Chibi-House is also the place to use the Chibi-PC, where Chibi-Robo can access the Online Shop and the Recyclotron. Eventually, Scrap Trade will be an option as well.

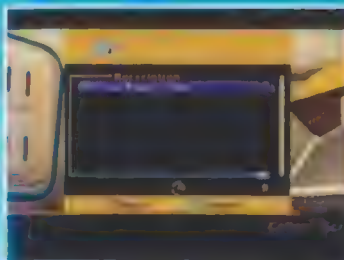
Online Shop

This is the place to buy Chibi-Gear and items with your hard-earned Florids. Select items with or and confirm with . If you purchase the Time 10 or Timer 15, each day and night time period will be ten or fifteen minutes long.



Recyclotron

Use Scrap gained from destroying Epytars to build Utilibots with the Recyclotron. Select which module to build with or and press to confirm.



Scrap



It is to use the Recyclotron and to building powerful Utilibots. Scrap is gained by destroying the enemies or by a special item called 'Scrap' or 'Scrap' can be used to build a 'Scrap'.

What Are Utilibots?

Utilibots are machines that let Chibi-Robo gain access to places he can't reach on his own. Chibi-Robo can activate Utilibots by plugging into them with his Chibi-Plug and sharing his battery power.



Three Utilibots in all!



Ladders

Use these to get to higher places.



Bridges

Use these to cross gaps.

Warp

Use these to warp to distant places.

Talk to Telly!

I don't know what to do!

Well, here are a few ideas for you! Try on suits and press **Z**, talk with people in the house, or shoot Sunshine stickers with the Chibi-Blaster. How's that for starters?

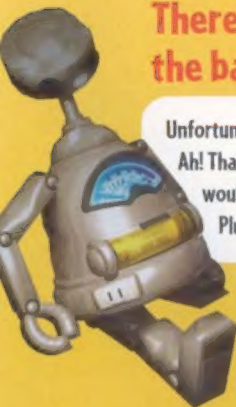


I don't have enough Moolah to buy any Chibi-Gear!

Have you seen any of those funny doors with blinking eyes? I've named them Chibi-Doors, and Chibi-Robo can open them with his Chibi-Plug. I've got a feeling there may be something useful behind them...

There's, like, a really big robot in the basement? What's up with that?

Unfortunately, I do not have an answer for you. Ah! That robot's got a socket. I wonder what would happen if Chibi-Robo plugged his Chibi-Plug into it...



Staff Credits

DIRECTORS
Kenichi Nishi
Hiroshi Moriyama

GAME DESIGN
Sayoko Yokote
Ryosuke Sumida
Hiroyuki Takanabe

MAIN SYSTEM PROGRAMMING
Hironori Ahiko

PROGRAMMING
Masaru Hori
Shunsuke Yoshida
Junko Muroyama

CHIBI-ROBO ANIMATION
Kazuaki Arai

CHARACTER ANIMATION
Fumikazu Tanaka

MAIN MAP CHARACTER DESIGN
hikarin

MAP DESIGN
Daisuke Ooshita
Miho Tounai

SCRIPT & PROGRESS MANAGEMENT
Mariko Shibata

MUSIC, SE, & SOUND DIRECTOR
Hirofumi Taniguchi

VOCALS (Drake Redcrest Forever)
Darren Smith

AUDIO SUPPORT (Drake Redcrest Forever)
Lawrence Schwedler

NORTH AMERICAN LOCALIZATION MANAGEMENT
Jeff Miller
Leslie Swan
Bill Trinen
Nate Bihldorff

NORTH AMERICAN LOCALIZATION
Scot Ritchey
Tim O'Leary
Thomas Connery
Rich Amtower
Alan Averill
Ann Lin
Erik Peterson
Norihide Sasaki

LOCALIZATION SUPPORT
Taisuke Odajima

ARTWORK
Sachiko Nakamichi
Kazuya Yoshioka
Hisayo Osanai
Ryusuke Yoshida

TECHNICAL SUPPORT
Hironobu Kakui
Masahiro Takeguchi

NORTH AMERICAN DEBUG
Yoshinobu Mantani
Shuji Hashimoto
Rob Crombie
Kyle Hudson
Eric Bush
Sean Egan
Arnold Myers II
Mika Kurosawa

Teresa Lillygren
Tomoko Mikami
Shane Lewis
Jeffrey Storbo

DEBUG
Super Mario Club

GAME TUNING
Sarugakuscho, Inc.
Toru Hashimoto
Asako Musya
Kohei Ota
Shintaro Nishida

SPECIAL THANKS
Miki Yamauchi
SKIP 1st department
BANDAI CO., LTD. Takayuki Shindo
BANDAI CO., LTD. Sanae Honma
BANDAI CO., LTD. Yoko Yatsuzuka
WiZ CO., LTD.
CONTINUE Kazuhiro Hayashi
Hayanon
Hiroshi Sato
Miyuki Hirose
Tao

SUPERVISOR
Kenshiro Ueda

PROJECT MANAGEMENT
Keisuke Terasaki

PRODUCERS
Kensuke Tanabe
Hiroshi Suzuki

SENIOR PRODUCER
Shigeru Miyamoto

EXECUTIVE PRODUCER
Satoru Iwata

Copyrights of Characters reserved by Nintendo, SKIP and BANDAI.
Copyrights of Game, Scenario, Music and Program reserved by Nintendo.

NOTES!



Important Legal Information

REV-D

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

Warranty & Service Information

REV-P

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPURED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.



**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

**NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM**

or call 1-800-255-3700

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)*



Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN USA



59770A